

Appln No. 09/437,007
Amtd. Dated October 7, 2003
Reply to Office action of May 21, 2003

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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-17. (Cancelled).

18. (Currently amended) A video gaming device, including a casing that includes a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program, the casing incorporating:

communication means for receiving interaction data from at least one control device operable by a user;

processing means for executing said interactive program at least partially in reliance upon the interaction data, thereby to generate display images for output to an image display means; and

a printer apparatus including a printhead, ink supply unit, and a print media feed mechanism and a replaceable cartridge assembly, the replaceable cartridge assembly including an ink supply unit and print media supply, said printer apparatus being operatively associated with said processing means to print one or more gaming images onto print media in response to execution of said interactive program.

19. (Cancelled).

20. (Currently amended) A video gaming device according to claim 18-2, wherein said print media is in the form of sheets of paper or card.

21. (Currently amended) A video gaming device as claimed in claim 20-3, wherein said sheets are substantially business card size.

22. (Cancelled)

23. (Currently amended) A video gaming device according to claim 18-5, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

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24. (Currently amended) A video gaming device as claimed in claim 18-1, wherein said one or more gaming images are printed via said printer at one or more points of said interactive program.

25. (Currently amended) A video gaming device as claimed in claim 18-7, wherein said one or more points are predetermined gaming events defined by the interactive program.

26. (Currently amended) A video gaming device as claimed in claim 25-8, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

27. (Currently amended) A video gaming device as claimed in claim 18-1, wherein said printhead comprises an inkjet printhead.

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28. (Currently amended) A video gaming device as claimed in claim 27-10, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

29. (Currently amended) A video gaming device as claimed in claim 28-11, wherein said actuators are thermal bend actuators.

30. (Currently amended) A video gaming device as claimed in claim 27-10, wherein said printhead is a microelectromechanical system (MEMS) printhead.

31. (Currently amended) A video gaming device as claimed in claim 18-1, wherein said detachable storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.

32. (Currently amended) A video gaming device as claimed in claim 18-1, wherein said detachable program storage means comprises a compact disk-read only memory (CD-ROM).

33. (Currently amended) A video gaming device as claimed in claim 18-1, wherein said detachable program storage means comprises a semiconductor memory cartridge.

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34. (Currently amended) A video gaming device as claimed in claim 18-1, wherein said communication means comprises a wireless communication system.

35. (Currently amended) A video gaming device as claimed in claim 18-1, including a detachable controller module incorporating a variety of interactive control devices.

36. (Currently amended) A video gaming device as claimed in claim 35-18, wherein said controller module is releasably connected with said console by means of a magnetic coupling.

37. (Currently amended) A video gaming device as claimed in any one of claims 18 to 24-7 to 9, wherein the gaming images are different to the corresponding display images.

38. (Currently amended) A video gaming device as claimed in any one of claims 18 to 24-7 to 9, wherein the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

39. (Currently amended) A video gaming device as claimed in any one of claims 18 to 24-7 to 9, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

40. (Currently amended) A video gaming device as claimed in claim 39-22, wherein the gaming images take the form of one or more certificates.

41. (Currently amended) A video gaming device as claimed in claim 40-23, wherein the certificate includes information indicative of a score or a user that attained the certificate.

42. (Currently amended) Video game apparatus including:
a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program;
communication means for receiving interaction data from at least one control device operable by a user;

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processing means for executing said interactive program at least partially in reliance upon the interaction data, thereby to generate display images for output to an image display means; and

a printer apparatus including a printhead, ink supply unit, and a print media feed mechanism and a replaceable cartridge assembly, the replaceable cartridge assembly including an ink supply unit and print media supply, said printer apparatus being operatively associated with said processing means to automatically print one or more gaming images onto print media at one or more predetermined points during execution of the interactive program.

43. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein the gaming images are different to the corresponding display images of the interactive program at the time of printing.

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44. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

45. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

46. (Currently amended) Video game apparatus as claimed in claim 45-28, wherein the gaming images take the form of one or more certificates.

47. (Currently amended) Video game apparatus as claimed in claim 46-29, wherein the certificate includes information indicative of a score or a user that attained the certificate.

48. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said one or more points are predetermined gaming events defined by the interactive program.

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49. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

50. (Cancelled).

51. (Currently amended) Video game apparatus as claimed in claim 49-33, wherein said print media is in the form of sheets of paper or card.

52. (Currently amended) Video game apparatus as claimed in claim 51-34, wherein said sheets are substantially business card size.

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53. (Cancelled)

54. (Currently amended) Video game apparatus as claimed in claim 42-36, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

55. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said printhead comprises an inkjet printhead.

56. (Currently amended) Video game apparatus as claimed in claim 55-38, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

57. (Currently amended) Video game apparatus as claimed in claim 56-39, wherein said printhead is a microelectromechanical system (MEMS) printhead.

58. (Currently amended) Video game apparatus as claimed in claim 57-40, wherein said actuators are thermal bend actuators.

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59. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said detachable storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.

60. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said detachable storage means comprises a Compact Disc-Read Only Memory (CD-ROM).

61. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said detachable storage means comprises a semiconductor memory cartridge.

62. (Currently amended) Video game apparatus as claimed in claim 42-25, wherein said communication means comprises a wireless communication system.

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63. (Currently amended) Video game apparatus as claimed in claim 42-25, including a detachable controller module incorporating a variety of interactive control devices.

64. (Currently amended) Video game apparatus as claimed in claim 63-46, wherein said controller module is releasably connected with said console by means of a magnetic coupling.

65. (Currently amended) A method of printing gaming information onto a substrate via a video gaming device, the video gaming device including:

 a receptacle for accepting detachable storage means, the detachable storage means containing an interactive program;

 communication means for receiving interaction data from at least one control device operable by a user;

 processing means; and

 a printer apparatus including a printhead, a replaceable cartridge assembly ink supply unit, and print media feed mechanism, the replaceable cartridge assembly including an ink supply unit and print media supply;

 the method including the steps of:

 (a) executing the interactive program at least partly in reliance on the interaction data via said processing means, thereby to generate display images;

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(b) outputting the display images for display on an image display means; and
(c) printing, under instruction from the processing means, one or more gaming images onto print media in response to execution of said interactive program.

66. (Currently amended) A method according to claim 65-45, wherein the gaming images are different to the corresponding display images of the interactive program at the time of printing.

67. (Currently amended) A method according to claim 66-49, wherein the gaming images include interaction information that can be utilized by the user to change, or continue along, the course of the interactive program.

68. (Currently amended) A method according to claim 65-48, wherein the gaming images are indicative of successful completion of a predetermined task or level of the interactive program.

69. (Currently amended) A method according to claim 68-51, wherein the gaming images take the form of one or more certificates.

70. (Currently amended) A method according to claim 69-52, wherein the certificate includes information indicative of a score or a user that attained the certificate.

71. (Currently amended) A method according to claim 65-48, wherein said one or more points are predetermined gaming events defined by the interactive program.

72. (Currently amended) A method according to claim 65-48, wherein said one or more points are reached upon successful completion of a gaming goal by a user or users.

73. (Cancelled).

74. (Currently amended) A method according to claim 72-56, wherein said print media is in the form of sheets of paper or card.

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75. (Currently amended) A method according to claim 74-57, wherein said sheets are substantially business card size.

76. (Cancelled).

77. (Currently amended) A method according to claim 65-59, wherein said cartridge includes a print media feed roller device for interacting with the print media feed mechanism to feed media from the cartridge to the printhead as required.

78. (Currently amended) A method according to claim 65-48, wherein said printhead comprises an inkjet printhead.

79. (Currently amended) A method according to claim 78-61, wherein said ink jet printhead comprises a pagewidth array of ink ejection nozzles configured to selectively eject ink by means of a series of actuators.

80. (Currently amended) A method according to claim 79-62, wherein said printhead is a microelectromechanical system (MEMS) printhead.

81. (Currently amended) A method according to claim 80-63, wherein said actuators are thermal bend actuators.

82. (Currently amended) A method according to claim 65-48, wherein said detachable storage means comprises a Digital Video Disk (DVD) executable by a DVD player module.

83. (Currently amended) A method according to claim 65-48, wherein said detachable storage means comprises a Compact Disc-Read Only Memory (CD-ROM).

84. (Currently amended) A method according to claim 65-48, wherein said detachable storage means comprises a semiconductor memory cartridge.

85. (Currently amended) A method according to claim 65-48, wherein said communication means comprises a wireless communication system.

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86. (Currently amended) A method according to claim 65-48, including a detachable controller module incorporating a variety of interactive control devices.

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87. (Currently amended) A method according to claim 86-69, wherein said controller module is releasably connected with said console by means of a magnetic coupling.